

# STRONGHOLD BUILDING CARD for IBM & Compatibles



# STRONGHOLD

A complete list of **STRONGHOLD** buildings follows. Each building has several categories of data:

**Builder:** Which classes can build this building. Some may be built only by specific character classes, some only by the baron, others by anyone.

**Income:** How much money this building produces each turn. A negative number indicates how much the building costs to maintain per turn.

**Cost:** The amount of money required to construct this building.

**Population Capacity:** The number of people this building can house.

**Food Production:** How much food this building creates each turn. For farms and trees, this number reflects spring or summer production. It rises to 125% in the fall and decreases to 25% in the winter. Other factors: near water=200%; green ground=150%; tan ground (hills)=75%; brown ground (high mountains)=37%.

**Food Storage:** How much food the building stores.

**Durability:** How long a building lasts while under attack or abandoned.

## BUILDING DATA

**Key:** numbers and words separated by slash (/) symbols denote upgrades. For example, under the heading for Farm are the words Plot/Farm/Plantation. When you first build it, it will be a Plot, and the first set of numbers in each column applies. After the first upgrade, it becomes a Farm and you refer to the second set of numbers. If only one number appears in any category, that number remains constant through all the upgrade levels.

### ALL WALLS

Wall/Sturdy Wall/Manned Wall  
builder: ANYONE  
income: -1/-5/-9  
cost: 20/50/200  
population capacity: 0/0/3  
food production: 0  
food storage: 0  
durability: 10/40/80

### ARENA

builder: BARON (at DUKE level)  
income: -25  
cost: 5000  
population capacity: 0  
food production: 0  
food storage: 0  
durability: 65

### ARMORY

Leatherworks/Shildsmith/Armory  
builder: DWARF or FIGHTER  
income: -10/-20/-30  
cost: 400/1700/5000  
population capacity: 0  
food production: 0  
food storage: 0  
durability: 20/40/60

### BAKERY

Bread Shop/Bakehouse/Bakery  
builder: HALFLING  
income: 4/8/16  
cost: 800/1500/2800  
population capacity: 0  
food production: 4/8/16  
food storage: 0  
durability: 20/40/60

### BAZAAR

Trading Post/Trade Faire/Bazaar  
builder: ANYONE  
income: variable  
cost: 400/800/1600  
population capacity: 0  
food production +/-: 5/15/40  
food storage: 0  
durability: 10/14/22

**BRIDGE**

builder: ANYONE  
income: -5  
cost: 200  
population capacity: 0  
food production: 0  
food storage: 0  
durability: 60

**BUILDER'S HALL**

builder: ANYONE  
income: -5  
cost: 1000  
population capacity: 0  
food production: 0  
food storage: 0  
durability: 50

**CLERIC HOUSE**

Chamber/Refuge/Retreat  
builder: CLERIC  
income: 0  
cost: 10/200/800  
population capacity: 2/10/25  
food production: 0  
food storage: 30/160/500  
durability: 20/60/99

**CLERIC KEEP**

Keep/Fortress/Castle  
builder: CLERIC  
income: 0/-9/-18  
cost: 0/2000/8000  
population capacity: 20/100/250  
food production: 5  
food storage: 150/800/2500  
durability: 30/70/99

**DWARF HOUSE**

Home/Hall/Mansion  
builder: DWARF  
income: 0  
cost: 10/200/800  
population capacity: 2/7/18  
food production: 0  
food storage: 20/100/350  
durability: 30/60/99

**DWARF KEEP**

Keep/Fortress/Castle  
builder: DWARF  
income: 0/-10/-20  
cost: 0/2000/8000  
population capacity: 20/70/180  
food production: 5  
food storage: 100/500/1750  
durability: 30/70/99

**ELF GARDEN**

Nursery/Flower Garden/Elf Garden  
builder: ELF  
income: -8/-16/-24  
cost: 1000/5000/10000  
population capacity: 0  
food production: 0  
food storage: 0  
durability: 10/20/30

**ELF HOUSE**

House/Cottage/Home  
builder: ELF  
income: 0  
cost: 10/250/900  
population capacity: 2/7/15  
food production: 0  
food storage: 10/120/400  
durability: 10/40/80

**ELF KEEP**

Keep/Fortress/Castle  
builder: ELF  
income: 0/-8/-18  
cost: 0/2500/9000  
population capacity: 10/70/150  
food production: 5  
food storage: 75/500/1500  
durability: 20/40/60

**ELF TREE**

Elf Tree/Elf Grove/Elf Forest  
(Note: built or claimed by elves)  
builder: ELF  
income: 2/6/18  
cost: 30/600/4000  
population capacity: 0/2/10  
food production: 10/20/40  
food storage: 0/10/100  
durability: N/A

**FARM**

Plot/Farm/Plantation  
builder: ANYONE  
income: variable  
cost: 10/500/3000  
population capacity: 0  
food production: variable  
food storage: 0  
durability: 10/20/30

**FIGHTER HOUSE**

Residence/House/Mansion  
builder: FIGHTER  
income: 0  
cost: 10/100/500  
population capacity: 2/8/20  
food production: 0  
food storage: 18/80/220  
durability: 20/50/80

**FIGHTER KEEP**

Keep/Fortress/Castle  
builder: FIGHTER  
income: 0/-10/-20  
cost: 0/1000/5000  
population capacity: 20/80/200  
food production: 5  
food storage: 90/400/1100  
durability: 30/60/90

**FLETCHER**

Arrowmaker/Arrowsmith/Fletcher's Shop  
builder: ELF  
income: -10/-20/-30  
cost: 600/2500/6500  
population capacity: 0  
food production: 0  
food storage: 0  
durability: 15/30/50

**FORESTER'S CAMP**

builder: ANYONE  
income: -4  
cost: 100  
population capacity: 5  
food production: 0  
food storage: 50  
durability: 15

**FORGE**

Metalworks/Swordmaker's Shop/Forge  
builder: ANYONE (except MAGE or ELF)  
income: -10/-20/-30  
cost: 500/2000/6000  
population capacity: 0  
food production: 0  
food storage: 0  
durability: 20/40/60

**GAMING HALL**

Dice Den/Card Parlor/Gaming Hall  
builder: THIEF  
income: 5/10/20  
cost: 400/700/1300  
population capacity: 0  
food production: 0  
food storage: 0  
durability: 10/15/30

**GATE**

Gate/Sturdy Gate/Manned Gate  
builder: ANYONE  
income: -8/-10/-12  
cost: 200/300/450  
population capacity: 0/0/4  
food production: 0  
food storage: 0  
durability: 10/40/80

**GLASSWORKS**

builder: THIEF  
income: -8  
cost: 1500  
population capacity: 0  
food production: 0  
food storage: 0  
view range: +5  
durability: 40

**GRANARY**

Storage Shed/Storehouse/Granary  
builder: ANYONE  
income: -10/-25/-40  
cost: 100/600/5000  
population capacity: 0  
food production: 0  
food storage: 500/3000/10000  
durability: 10/30/60

**GUARD HOUSE**

Guard House/Drill Hall/Training Hall  
builder: FIGHTER or DWARF  
income: -5/-15/-30  
cost: 500/1000/4000  
population capacity: 0  
food production: 0  
food storage: 0  
durability: 25/50/75

**HALFLING HOUSE**

Lodge/Abode/Dwelling  
builder: HALFLING  
income: 0  
cost: 10/100/400  
population capacity: 2/6/13  
food production: 0  
food storage: 50/180/520  
durability: 30/60/90

**HALFLING KEEP**

Keep/Fortress/Castle  
builder: HALFLING  
income: 0/-10/-15  
cost: 0/1000/4000  
population capacity: 20/60/130  
food production: 5  
food storage: 250/900/2600  
durability: 30/70/99

**INN**

Guest House/Tavern/Inn  
builder: ANYONE  
income: 15/35/75  
cost: 2000/4000/8000  
population capacity: 15/35/75  
food production: 0  
food storage: 0  
durability: 30/50/70

**JEWELER**

Trinketer/Ringmaker/Jeweler  
builder: MAGE  
income: -10/-20/-30  
cost: 750/3000/7000  
population capacity: 0  
food production: 0  
food storage: 0  
durability: 25/50/70

**MAGE HOUSE**

Room/Cottage/Manor  
builder: MAGE  
income: 0  
cost: 10/300/1000  
population capacity: 2/5/15  
food production: 0  
food storage: 15/100/300  
durability: 10/40/80

**MAGE KEEP**

Keep/Fortress/Castle  
builder: MAGE  
income: 0/-8/-16  
cost: 0/3000/10000  
population capacity: 10/70/150  
food production: 5  
food storage: 50/600/2000  
durability: 20/40/60

**MAGIC MILL**

Apothecary/Alchemist's Lab/Magic Mill  
builder: MAGE  
income: 4/8/16  
cost: 800/1500/2900  
population capacity: 0  
food production: 0  
food storage: 0  
durability: 20/40/60

**MAIN CASTLE**

Main Castle/Fortified Castle/Stronghold  
builder: BARON  
income: 0/-20/-40  
cost: 0/7000/15000  
population capacity: 25/100/250  
food production: 5  
food storage: 375/1500/4500  
durability: 30/70/99

**MARKETPLACE**

builder: ANYONE  
income: 5  
cost: 100  
population capacity: 0  
food production: 0  
food storage: 0  
durability: 1

**MASON'S HALL**

Brick Kiln/Stonemasonry/Mason's Hall  
builder: DWARF  
income: -5/-10/-15  
cost: 500/750/1000  
population capacity: 0  
food production: 0  
food storage: 0  
durability: 60/75/90

**MINES**

Iron/Gold/Gem (Note: not upgrades)  
builder: ANYONE  
income: 50/125/250  
cost: 0  
population capacity: 0  
food production: 0  
food storage: 0  
durability: 10/20/20

**OUTPOST**

builder: ANYONE  
income: -20  
cost: 3000  
population capacity: 10  
food production: 0  
food storage: 300  
durability: 50

**PUBLIC BATH**

Steam Bath/Bath House/Public Bath  
builder: CLERIC  
income: -7/-14/-21  
cost: 700/1400/2800  
population capacity: 0  
food production: 0  
food storage: 0  
durability: 10/20/30

**SCRIBERY**

Clerk's Office/Transcriber's  
Shop/Scribery  
builder: CLERIC  
income: 6/12/24  
cost: 500/900/1700  
population capacity: 0  
food production: 0  
food storage: 0  
durability: 20/25/30

**SOCIAL HALL**

S. Club/Hall of Fellowship/Social Hall  
builder: HALFLING  
income: -10/-17/-24  
cost: 750/3500/6000  
population capacity: 0  
food production: 0  
food storage: 0  
durability: 30/60/99

## TEMPLE

Shrine/Church/Temple  
builder: CLERIC  
income: -5/-15/-25  
cost: 500/4000/8000  
population capacity: 0  
food production: 0  
food storage: 0  
durability: 20/40/80

## THIEF HOUSE

Hut/Shack/House  
builder: THIEF  
income: 0  
cost: 10/60/200  
population capacity: 2/8/20  
food production: 0  
food storage: 12/56/160  
durability: 10/20/40

## THIEF KEEP

Keep/Fortress/Castle  
builder: THIEF  
income: 0/-5/-10  
cost: 0/600/2000  
population capacity: 20/80/200  
food production: 5  
food storage: 60/280/800  
durability: 10/20/30

## THIEVES' GUILD

Den/Black Market/Guild  
builder: THIEF  
income: -4/-10/-22  
cost: 350/3000/6000  
population capacity: 0  
food production: 0  
food storage: 0  
durability: 10/20/30

## TOWER

Small Tower/Tower/Large Tower  
builder: ANYONE  
income: -10/-15/-20  
cost: 500/2000/5000  
population capacity: 0  
food production: 0  
food storage: 0  
durability: 30/65/99

## TOYMAKER

Woodcarver/Puppetmaker/Toymaker  
builder: ELF  
income: 6/12/24  
cost: 500/900/1700  
population capacity: 0  
food production: 0  
food storage: 0  
durability: 20/40/60

## TREE

Tree/Grove/Forest  
(Note: built or claimed by non-elves)  
builder: ANYONE  
income: 1/5/20  
cost: 30/400/2000  
population capacity: 0  
food production: 5/10/30  
food storage: 0  
durability: N/A

## UNIVERSITY

School/College/University  
builder: MAGE  
income: -15/-22/-36  
cost: 1000/5000/10000  
population capacity: 0  
food production: 0  
food storage: 0  
durability: 30/75/99

## VAULT

Money-dealer's Shop/Bank/Vault  
builder: ANYONE  
income: -2/-8/-24  
cost: 500/2000/8000  
population capacity: 0  
food production: 0  
gold storage: 2000/10000/50000  
durability: 10/50/90

## SPECIAL NOTES

**Arena:** Increases training stronghold-wide. Available at promotion level Duke. Training boost starts at 40%, and increases 4% for every promotion thereafter. Can only build one.

**Armory:** Upgrades the armor worn by units, with improvements increasing with each upgrade. Distributes to one unit per turn. Will not improve a mage's armor.

**Bakery:** Generates income and produces food. Food rate is 25% of normal in spring, 50% in summer, 100% in fall, and 125% in winter.

**Bazaar:** Buys or sells 5-15-40 food during a food shortage or surplus at rate of one gold piece per food unit. Won't buy food until storage is empty. Available at promotion level Count.

**Builder's Hall:** Repairs all damaged buildings for the owner once per year. Two halls allow two repairs a year, etc., up to four halls four times a year.

**Fletcher:** First level repairs broken bows, first upgrade makes +1 bows, second upgrade makes +2. Bows are distributed to one unit per turn. Multiple Fletcheries distribute faster.

**Forester's Camp:** Units claim trees automatically after a Camp is built.

**Forge:** First level repairs broken weapons, first upgrade makes +1 weapons, second upgrade makes +2. Weapons are distributed to one unit per turn. Multiple Forges distribute faster.

**Gaming Hall:** Generates income. Also increases income for inns at the expense of other party members at the rate of 3% per upgrade, up to maximum 50% of the stronghold's total income. For example, if the total Stronghold income is 300, a Dice Den would skim 9 gp from that total if the thief owns an inn. Each Hall requires its own inn to generate extra income.

**Glassworks:** Requires a level 3 (or higher) thief to build. Increases the range of towers by 5 blocks. Also distributes mirrors (to one unit per turn) for use in combat against medusae.

**Granary:** Stores food. Automatically distributes food to starving leaders when needed.

**Jeweler:** makes rings of protection, +1, +2, and +3. Only makes rings for mages.

**Magic Mill:** Generates income. Creates a random chance a Forge, Fletcher, Jeweler or Armory will make a more

magical product (+3 instead of +2 weapons, for example). Each upgrade adds a 3% chance of this happening. Rings of protection never go above +3.

**Marketplace:** Each one gives 10% access to the Fund. Also improves farm income and food production. Maximum of 10 per leader.

**Mason's Hall:** Increases the building construction rate, +10%, 20%, and 30%. Works on three buildings at a time.

**Outpost:** Generates new units at a remote location. Not available until Baron reaches Marquis; can build one per level thereafter.

**Public Baths:** Increases maximum unit size; increase is by 1, 2, or 3, according to upgrade level. Each Bath effects 5 units at a time.

**Tower:** Allows units to see surrounding countryside. View ranges are 15 blocks at first upgrade, then 30 and 45 with the following upgrades. Ranges increase at higher elevations.

**Training Halls:** *Includes Social Hall, Elf Gardens, Training Hall, University, Temple and Thieves' Guild.* Increases the rate at which units go up in level. Effects all units belonging to the leader, not just the ones in the block with the training hall.

**Vault:** Works like a granary, but for gold.

**Walls/Gates:** Block passage of non-flying monsters. Gates allow passage of friendly units only. Note: N/S gates allow E/W passage, and vice versa.



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